Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 1994 **CLAIMS AS FILED - PART I OTHER THAN** (Column 1) **SMALL ENTITY** OR **SMALL ENTITY** (Column 2) **FOR** NUMBER FILED **NUMBER EXTRA** RATE FEE RATE FEE **BASIC FEE** 365.00 730.00 OR **TOTAL CLAIMS** minus 20 = x\$11=x\$22= OR INDEPENDENT CLAIMS minus 3 = x38 =x76= OR MULTIPLE DEPENDENT CLAIM PRESENT +120= +240= OR * If the difference in column 1 is less than zero, enter "0" in column 2 **TOTAL TOTAL** OR **CLAIMS AS AMENDED - PART II OTHER THAN** (Column 1) (Column 2) (Column 3) **SMALL ENTITY** OR **SMALL ENTITY CLAIMS** HIGHEST REMAINING **PRESENT** ADDI-ADDI-NUMBER AMENDMENT AFTER **PREVIOUSLY EXTRA** RATE TIONAL RATE TIONAL **AMENDMENT** FEE PAID FOR FEE Total Minus x\$11=x\$22=OR independent Minus **x36**4 x76 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +120= OR +240= TOTAL TOTAL ADDIT: FEE (Column 3) OR ADDIT. FEE (Column 1 (Column 2) CLAIMS **HIGHEST** REMAINING ADDI-ADDI-**PRESENT** AMENDMENTA NUMBER **AFTER EXTRA** RATE TIONAL RATE TIONAL **PREVIOUSLY** AMENDMENT FEE FEE PAID FOR Total Minus x\$11=OR x\$22= independent Minus x38 =OR x76 =FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +120= OR +240= **TOTAL TOTAL** OR ADDIT. FEE ADDIT, FEE (Column 3) (Column 1) (Column 2) **CLAIMS HIGHEST** ADDI-ADDI-REMAINING AMENDMENTC NUMBER **PRESENT AFTER** RATE TIONAL RATE **TIONAL PREVIOUSLY EXTRA** FEE AMENDMENT FEE PAID FOR Total Minus x\$11=x\$22=OR Independent Minus x38 =OR x76 =FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +120= OR +240= * If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

** If the Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

The Highest Number Previously Paid For" In THIS SPACE is less than 3, enter "3."

** I or Independent) is the highest number found in the # TOTAL TOTAL ADDIT, FEE ADDIT. FEE

priate box in column 1.